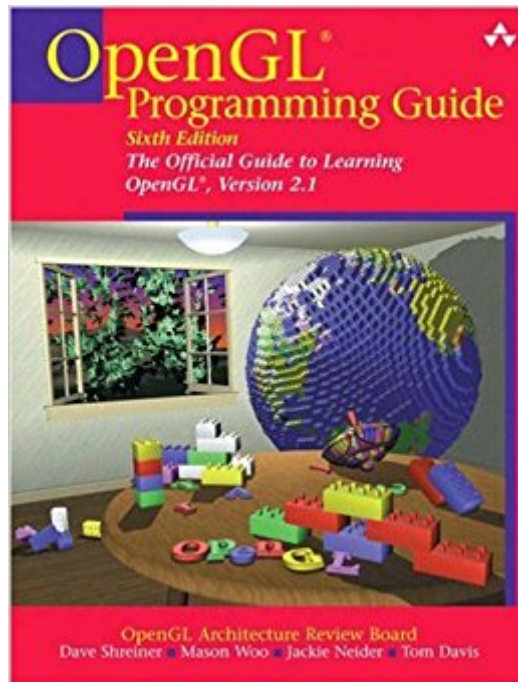


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# OpenGL(R) Programming Guide: The Official Guide To Learning OpenGL(R), Version 2.1 (6th Edition)



## Synopsis

OpenGL® Programming Guide, Sixth Edition OpenGL is a powerful software interface used to produce high-quality, computer-generated images and interactive applications using 2D and 3D objects, bitmaps, and color images. The OpenGL® Programming Guide, Sixth Edition, provides definitive and comprehensive information on OpenGL and the OpenGL Utility Library. The previous edition covered OpenGL through Version 2.0. This sixth edition of the best-selling "red book" describes the latest features of OpenGL Version 2.1. You will find clear explanations of OpenGL functionality and many basic computer graphics techniques, such as building and rendering 3D models; interactively viewing objects from different perspective points; and using shading, lighting, and texturing effects for greater realism. In addition, this book provides in-depth coverage of advanced techniques, including texture mapping, antialiasing, fog and atmospheric effects, NURBS, image processing, and more. The text also explores other key topics such as enhancing performance, OpenGL extensions, and cross-platform techniques. This sixth edition has been updated to include the newest features of OpenGL Version 2.1, including: Using server-side pixel buffer objects for fast pixel rectangle download and retrieval Discussion of the sRGB texture format Expanded discussion of the OpenGL Shading Language This edition continues the discussion of the OpenGL Shading Language (GLSL) and explains the mechanics of using this language to create complex graphics effects and boost the computational power of OpenGL. The OpenGL Technical Library provides tutorial and reference books for OpenGL. The Library enables programmers to gain a practical understanding of OpenGL and shows them how to unlock its full potential. Originally developed by SGI, the Library continues to evolve under the auspices of the OpenGL Architecture Review Board (ARB) Steering Group (now part of the Khronos Group), an industry consortium responsible for guiding the evolution of OpenGL and related technologies.

## Book Information

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## Customer Reviews

Don't buy this book. It is simply an accumulation and rehash of all the previous versions lacking the grace of somebody editing out things that have become, to all practical purposes, obsolete. It will have you believe that certain features of OpenGL are alive and well, when in fact they are archaic, and have been replaced by new facilities in the language. This is not a book that will assist a beginner, it may be of use to a technical historian. As an example, extensive sample code is provided to illustrate `gluBuild2DMipmaps()` but no code is provided for the more up to date `GL_GENERATE_MIPMAPS` and there is no explanation of its use with borders... If you are beginning OpenGL look elsewhere.

Though you can probably find most of the content in this book on the internet, the OpenGL Programmer's Guide is a great reference when programming using OpenGL. It has easily understandable explanations for every function, as well as many great examples. When I need to use a reference to see if there are any functions that suit my needs, I can usually find them faster in this book than through Google.

Book came in earlier than expected, in what appeared to be absolutely new condition. There wasn't so much as a bent corner. The book itself was amazing; Many aspects of OpenGL were covered in very thorough sections. Example code was plentiful and very easy to understand. I recommend this book to anyone with a desire to program in OpenGL or any 3d graphics API.

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